

Higher National Unit specification

General information for centres

Unit title: Garment Manufacture: An Introduction to Working Drawings

Unit code: F1PR 34

Unit purpose: The Unit is designed to give candidates an introduction to developing and presenting working drawings for garment pattern production

On completion of the Unit the candidate should be able to:

- 1 Produce basic sketch ideas for garment silhouettes.
- 2 Develop working drawings from the basic garment silhouettes.
- 3 Present working drawings to client presentation standards.

Credit points and level: 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Candidates should have some prior experience of the fashion design process at NQ level or at the discretion of the Centre.

Core Skills: There are opportunities to develop the Core Skill of Communication and Problem Solving to SCQF level 5 in this Unit although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: The assessment for the Unit is holistic and will encompass knowledge and skills for all three Outcomes. The candidate will produce a portfolio of basic garment sketch ideas, working drawings and a client presentation storyboard.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Produce basic sketch ideas for garment silhouettes

Knowledge and/or Skills

- ◆ Research methods
- ◆ Drawing skills
- ◆ Style details
- ◆ Functional details

Evidence Requirements

The candidate will need to provide evidence to demonstrate their Knowledge and/or Skills by sourcing appropriate fashion images related to the design brief. The images should show a minimum of four collar types, four necklines, four sleeve variations and four fastening types for a combination outerwear and light clothing garments.

The candidate should produce a minimum of four sketched ideas for an outerwear garment and produce four sketched ideas for light clothing for each of the following garments — dress, blouse, bodice, skirt, trousers. Front and back views are required.

Each fashion sketch should be at least 15 cms in height and show variations in collars, necklines, sleeves, fastening and functional features. Back views should be included.

Higher National Unit specification: statement of standards (cont)

Unit title: Garment Manufacture: An Introduction to Working Drawings

Outcome 2

Develop working drawings from the basic garment silhouettes

Knowledge and/or Skills

- ◆ Media
- ◆ Symmetry
- ◆ Balance
- ◆ Style details
- ◆ Design interpretation
- ◆ Computer drawing package

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and Skills by accurately interpreting four garment design sketch ideas from Outcome one and interpreting them as working drawings, one outerwear garment and three co-ordinating light clothing garments, with a front and back view of each garment.

The working drawings should show precision of line and accurate proportion of silhouette and style details.

The working drawings should contain appropriate annotated information to clarify style details such as fastenings, trimming and pocket details.

Outcome 3

Present working drawings to client presentation standards

Knowledge and/or Skills

- ◆ Working drawings
- ◆ Layout planning
- ◆ Layout techniques
- ◆ Presentation methods
- ◆ Specification sheet

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and Skills by selecting from Outcome 2 — one outerwear and one light clothing working drawing design to make an outfit. Candidates will then produce a proportionally correct finished drawing of the outfit showing back and front views of the individual items and back and front view as an outfit for a storyboard presentation.

Higher National Unit specification: statement of standards (cont)

Unit title: Garment Manufacture: An Introduction to Working Drawings

Candidates will devise an appropriate method of layout planning which includes textures, colours and text. A specification sheet clearly indicating all manufacturing requirements should be presented with the storyboard.

An organised approach and professional standard of finish should be demonstrated throughout the process in terms of accurate line drawing and a well balanced and proportioned layout.

ASSESSMENT GUIDELINES FOR THE UNIT

When assessing the working drawing storyboard consideration should be given to the technical quality of the working drawings and the accuracy of detail in relation to the requirements for possible production of garment patterns. The layout planning can be completed using either a selection of textured/colour papers, overlays, acetates and use of text for annotated information or use of an appropriate computer drawing package.

Administrative Information

Unit code: F1PR 34

Unit title: Garment Manufacture: An Introduction to Working Drawings

Superclass category: JK

Original date of publication: June 2007

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History of changes:

Version	Description of change	Date

Source: SQA

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Higher National Unit specification: support notes

Unit title: Garment Manufacture: An Introduction to Working Drawings

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

Outcome 1

In this Unit fashion sources should be researched related to a specific brief set by the tutor. The brief should cover all learning Outcomes but may be more precise about the type of garment style features. The tutor could demonstrate the use of figure templates to produce basic fashion sketches. Style features relevant to the brief should be discussed with regard to their functional and decorative qualities, specific fabric with respect to weight and drapability should be considered. Handouts could cover examples of different style features and examples of fashion sketches. The candidate should be encouraged to produce a minimum of 24 sketch ideas comprising of six variations or ideas for each of four garment types which should be selected from outerwear and light clothing categories.

Outcome 2

Candidates should be shown exemplars of working drawings developed from fashion sketches. Methods of producing working drawings using symmetry, balance and proportion could be demonstrated both manually using tracing paper, fine line pen, pantone pen, ink or computer generated using scanning and manipulation techniques. Working drawings should be developed incorporating style detailing in correct proportion along with annotated information where appropriate. A working drawing template block of standard proportions could be provided for this Outcome. Candidates should produce a minimum of four working drawings, one outerwear and three light clothing (including back and front views) showing precision drawing in the development of a number of style features such as sleeve types, collars, pockets and fastenings.

Outcome 3

Select from Outcome 2 one outerwear garment and one light clothing garment and produce as finished drawings (back and front view).

The selected finished drawings could be developed and the layout planned in an appropriate computer drawing package, manually or a combination of both. Tutors should show good examples of finished working drawing storyboards and demonstrate a variety of methods for mounting and presenting finished art work, eg textured/coloured papers, overlays, acetates, photocopying, use of text for annotated information, spray mounting etc. The final drawings could show techniques chosen from the above. Candidates should also produce a specification sheet clearly indicating manufacturing detail for each garment.

Higher National Unit specification: support notes (cont)

Unit title: Garment Manufacture: An Introduction to Working Drawings

Guidance on the delivery and assessment of this Unit

Candidate will be working to a tutor devised brief. For compilation of their sketchbooks and storyboard presentation candidates should be assessed at appropriate points through the Unit and should have several opportunities to develop their drawings for each Outcome.

A suggested schedule is shown below:

Process used	Candidate comment	Assessor comment
Relevance of annotated information		
Clarity of working drawing		
Quality of interpretation for sketch to working drawing		
Judgement of assessor		

The final storyboard should be presented to a professional standard using manual or computer generated techniques. The research, sketch ideas and working drawings could be presented in a sketchbook, individual sheets, board or digitally recorded or a combination of these methods.

Opportunities for developing Core Skills — SCQF Level 5

The Core Skill component of Communication (Oral Communication) could be developed by questions and answer sessions in groups and in one to one coaching sessions to observe the candidate in discussion with their peers and lecturer.

The Core Skill component of Problem Solving (Critical Thinking) could be developed by encouraging the candidate to reflect and evaluate their interpretation of design sketch ideas as working drawings and to address their strengths and limitations against the requirements of the given brief.

Candidates will have to show evidence of planning, developing and producing the storyboard. The evaluation may result in alterations being made to the final storyboard.

Open learning

This Unit is suitable for open learning but where this mode of delivery is used the centre will have to devise appropriate ways of ensuring authenticity of candidate work.

Higher National Unit specification: support notes (cont)

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Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

General information for candidates

Unit title: Garment Manufacture: An Introduction to Working Drawings

In this Unit you will learn how to conduct research for a specific working drawing garment design brief, produce fashion design sketch ideas for both outerwear and light clothing garments and interpret these sketches as working drawings to a level of accuracy that would enable garment patterns to be produced if required. You will work with art media (eg pencil, fineline pen, and/or computer drawing package). You will learn about balance, accuracy of line and how to add a variety of style features in correct proportion. A professional standard working drawing storyboard will be produced along with a garment specification sheet detailing all requirements if required for the production of garment patterns. There are opportunities for you to develop Core Skills in Communication by question and answer sessions in groups and in one to one coaching sessions where you will be encouraged to discuss your progress and present your ideas to your lecturer and peers.

There are opportunities for you to develop the Core Skill Component of Problem Solving (Critical Thinking) by being encouraged to reflect and evaluate your interpretation of design sketch ideas as working drawing and to address your strengths and limitations against the requirements of the given brief.

You will show evidence of planning, developing and producing a working drawing storyboard. The evaluation may result in alterations being made to the final storyboard.